Pin Game
Service Manual

Version 3 8/19/2015

DAY ONE
PINBALL

07-0001-000-03

THIS PAGE INTENTIONALLY UNINFORMATIVE

POWER REQUIREMENTS

Please be sure to use a properly grounded outlet. This ensures the game is properly grounded and will allow it to operate as designed.

This game is wired from the factory to run on 88 - 132VAC.

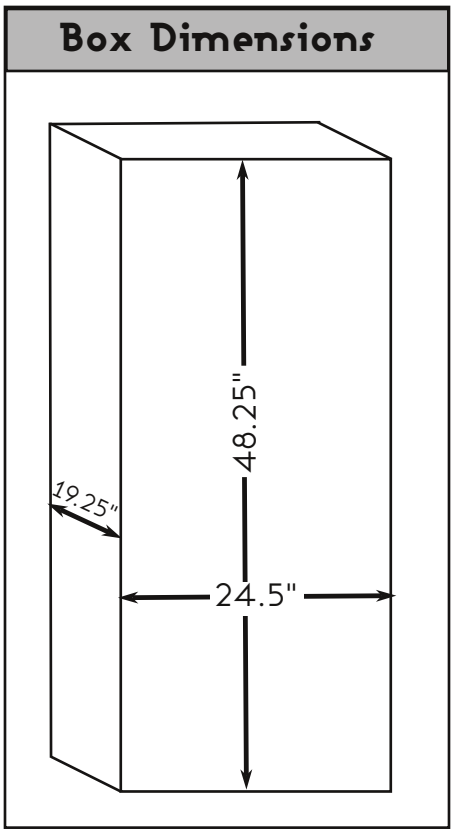
It can be adjusted to run on 176 - 264VAC. See page 11 for details.

TRANSPORTING YOUR GAME

It is recommended that you move your game with the legs removed. Any time the game is moved you should remove the back box to avoid damage.

GAME DIMENSIONS AND WEIGHT

Your new pin game weighs 100 pounds while in the box
The game itself weighs 90 pounds complete



PACKING LIST

Your new game comes with many parts. The following is the packing list.

The main box comes with the following in it:

- ScoreGasm pin game
- 4 Wooden legs
- 1 Backbox with DMT sound system
- Goody box

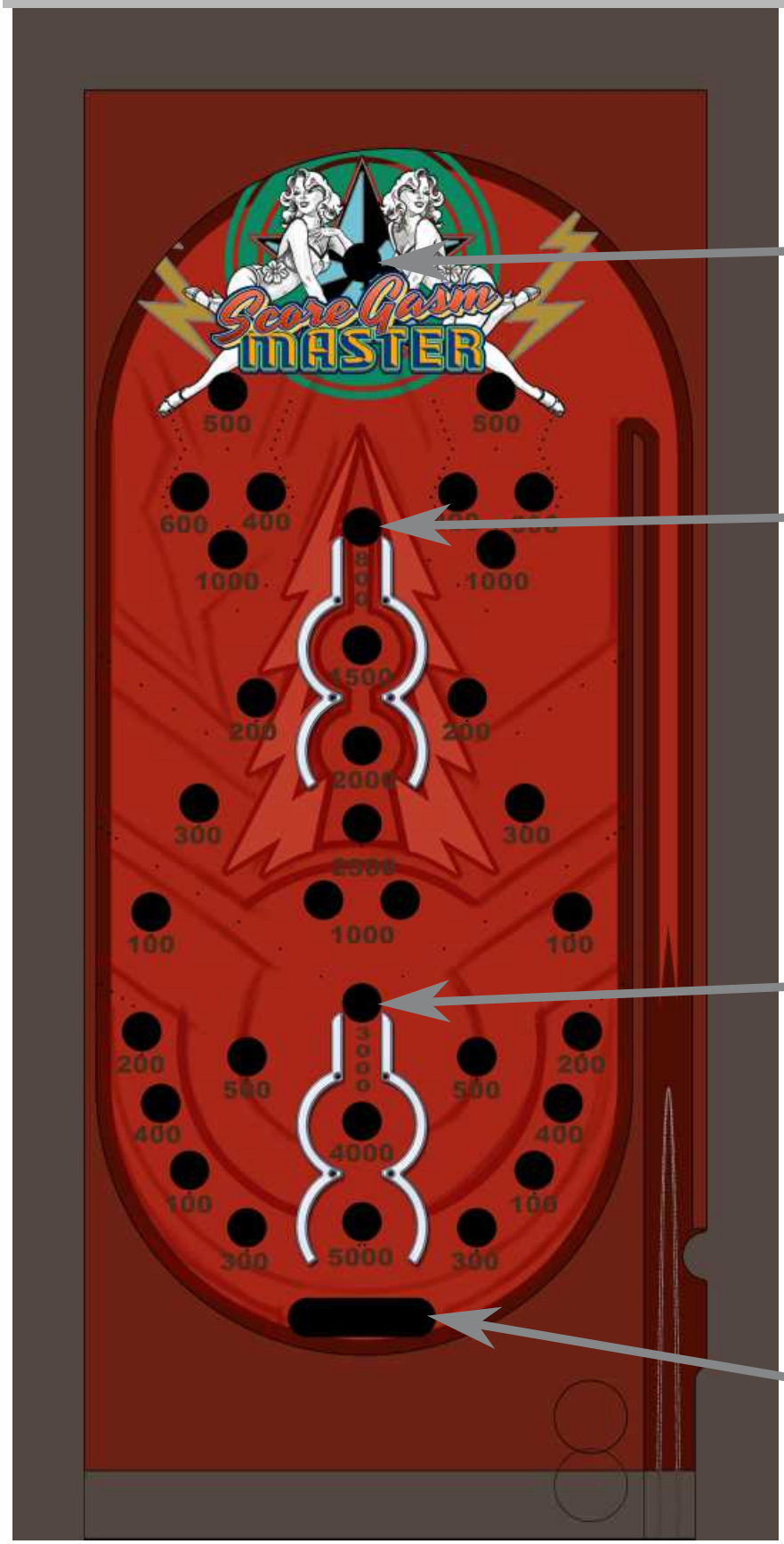
The goody box includes:

- User Manual
- Leg Bolts
- Leg Brackets
- Leg Levelers
- 10 Pinballs
- 3 Fuse bags, 1A, 2A, 4A
- Power Cord
- Red Tilt Ring
- 2 Tilts balls
- SD Card adapter
- Backbox harness
- Backbox dowels
- USB Thumbdrive in large bag
- Keychain

GAME CONTROLS

The following 3 pages will help you familiarize yourself with your new game!

PLAYFIELD LAYOUT



ScoreGasm Hole
Shoot this hole to advance your progressive scoring

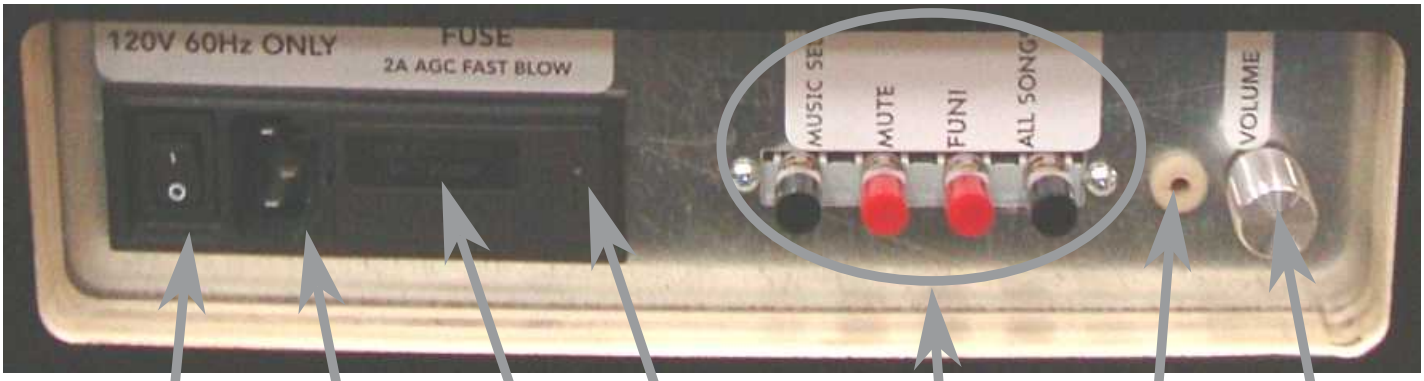
Upper Progressive Scoring Hole
Load a ball into this hole and then shoot the ScoreGasm hole to advance your score

Lower Progressive Scoring Hole
Load a ball into this hole and then shoot the ScoreGasm hole to advance your score

Drain Hole
Avoid at all costs

THE SERVICE PANEL

The service panel contains the power switch, power plug, main fuse, sound control buttons, antenna port and the volume control. Here are the details.



Main Power Switch

IEC Power Plug

Main Fuse 2 Amp Fast-Blo

Voltage Selector, NOT USED

Sound Controls

Wireless Remote Option Antenna Port

Volume Control

Music Select - Allows you to pick the song playing. That single song loops.

Mute - No music at all, game sounds still play.

FUN! - Allows you to hear all of the sounds loaded in the game.

All Songs - Plays all songs loaded in the game in a row.

SETTING UP YOUR GAME

Unpacking your game. Please be sure to work safely, it is recommended to have at least 2 people setting up the game.

You will need a box cutter and a 9/16" socket wrench to set the game up. You will also need the goodie box to setup the game.

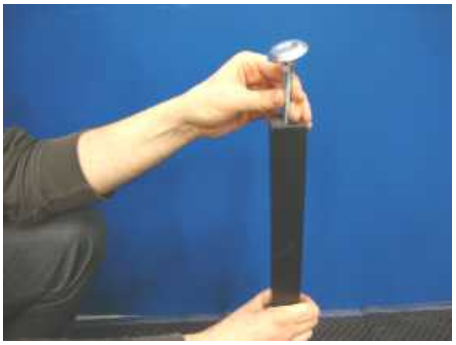
Open the box. Lay the box on the floor on the side that is labeled "Truck this side only"

Remove the backbox from the foam blocks.

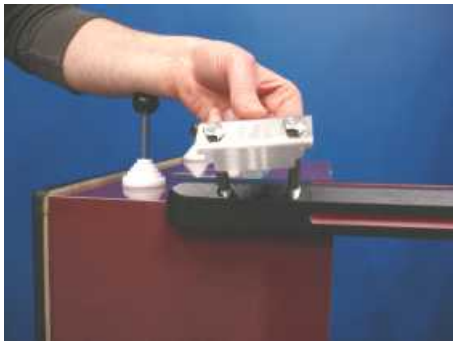
Remove the foam cushions and the legs.

Slide the game out of the box.

Tip the game up onto it's back. Do not use the shooter rods to lift the game!



Install leg levelers. The leg levelers are found in the goodie box.



From the goodie box, place the leg protectors on the outside of the leg and install the leg bolts.

Be sure to push the leg up into the game while tightening the bolts. This will help protect the cabinet art.

Lower the game onto its front legs.

SETTING UP YOUR GAME

Lift the back of the game and have your helper hold it up.

From the goodie box, place the leg protectors on the outside of the leg and install the leg bolts.

Be sure to push the leg up into the game while tightening the bolts. This will help protect the cabinet art. Do not overtighten the leg bolts to avoid leg damage.

Open the back door of the game.

Slide the playfield glass partially out and install 10 balls.

Install the tilt ring and the tilt ball. The larger ball is easier to tilt.

Reset the game using the baffle plunger.

Reinstall the back door. If you are installing your backbox, please go to the next page. If not, plug the game in.

Enjoy.

INSTALLING THE BACK BOX

Your new game includes a back box. The back box includes some LED lighting for the marquee as well as speakers for a more immersive experience.

With the game off, locate the goodie box and find the two wooden dowels.

There are two holes located on the topmost panel at the back of the game.

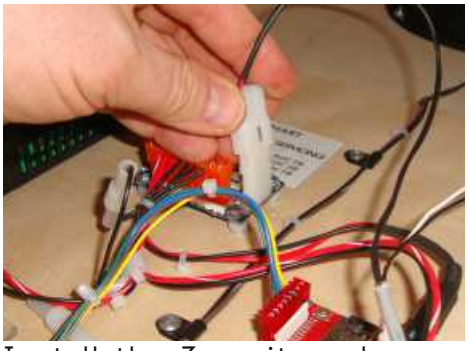
Install the dowels into these holes. No glue is needed.

There are two matching holes located on the bottom of the backbox. Align these holes and place the topper on the dowels.

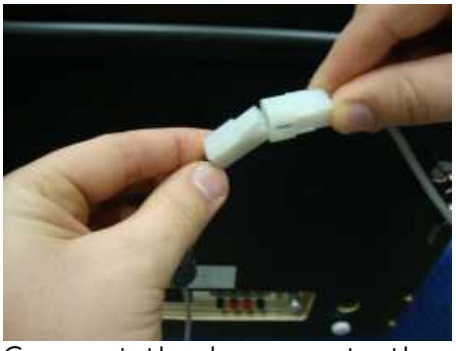
Locate the backbox harness from the goodie box.

Open the back door of the game and feed the harness through the provided hole in the cabinet. The side with two plugs goes into the game. Push the rubber grommet flush with the cabinet.

Install the 2 position plug into the harness provided near the hole. This is the connection for the speakers.



Install the 3 positon plug into the power port on the power board.



Connect the harness to the backbox. Reinstall the back door. The game is now ready to play.

LEVELING THE GAME

The game is designed so that when all 4 leg levelers are installed all the way up the game playfield is set at 3.5 degrees. This allows the game to play as designed. Changing the pitch will cause changes in game play, and can be undesireable.

Use an inclinometer placed directly on the playfield to determine pitch. Keep in mind that this is not like a modern pinball machine, you want the ball speed to be slower and more controllable when you nudge. Optimum pitch is between 3 and 4 degrees.

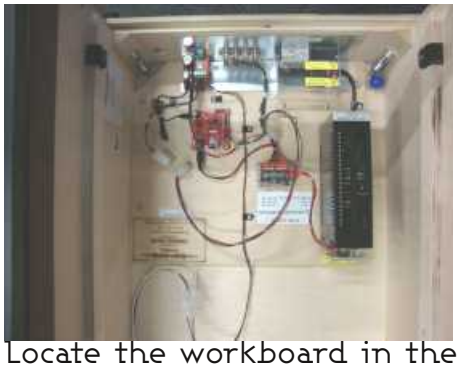
ADJUSTING SOLENOID POWER

Do not attempt to make ANY adjustments to the game unless it is UNPLUGGED. There is high voltage present in the game and it should be off and unplugged anytime you service it.

Unplug the game and open the back door.

Unplug the playfield.

Slide the playfield out of the cabinet.



Locate the workboard in the game.

You may need to remove the plastic saftey guard from the game.

ADJUSTING SOLENOID POWER

Do not attempt to make ANY adjustments to the game unless it is UNPLUGGED. There is high voltage present in the game and it should be off and unplugged anytime you service it.

Turn this pot to adjust the firing power of the coils.
Clockwise is more power.
Counter-Clockwise is less power.

LINE VOLTAGE IS ON THESE THREE SCREW TERMINALS. IF LEFT PLUGGED IN TOUCHING THESE SCREW TERMINALS COULD KILL YOU. DO NOT TOUCH!

SETTING LINE VOLTAGE TO 230 VOLTS

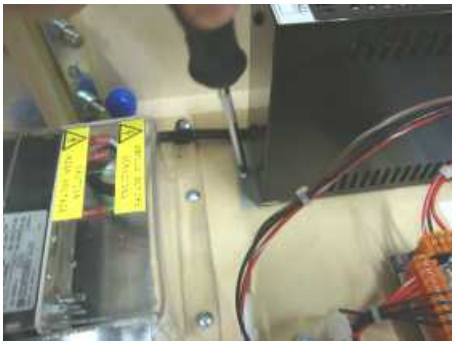
Do not attempt to make ANY adjustments to the game unless it is UNPLUGGED. There is high voltage present in the game and it should be off and unplugged anytime you service it.

Unplug the game and open the back door.

Unplug the playfield.

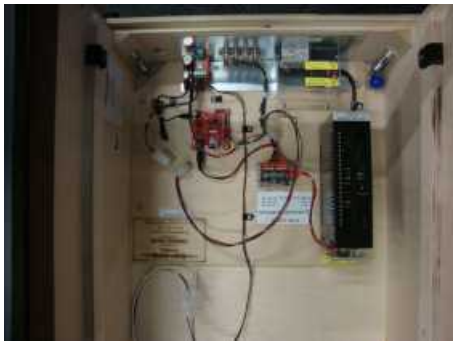
Slide the playfield out of the cabinet.

Locate the workboard and remove the acrylic shield attached by the power suppy.



Loosen the one remaining screw.

Flip the power supply over and slide the switch to the 230V position.



Reattach the power supply and the acrylic shield.

Swap out the main fuse with a 1A amp fast-blo.

Reinstall the playfield and back door. You may need to adjust the solenoid power once this is complete.

CUSTOMIZING YOUR MUSIC & SOUNDS

ScoreGasm uses an open source polyphonic sound module called WAV Trigger provided by Spark Fun and created by Robertsonics. To customize your music, you will need familiarize yourself with the hook-up guide found at:
http://robertsonics.com/wav-trigger-online-user-guide/

Our game is wired as follows:
Trigger 1: Used as an inverted input to start music on power on. **Should not be modified.**
Trigger 2: Music Play, plays tracks 1 - 99 sequentially when triggered and loops the track.
Trigger 3: Mute, Stop the music
Trigger 4: Sound Effect, plays a random track 100 - 199
Trigger 5: Music Plays, plays tracks 1 - 99 in order

Keep in mind that all music and sound tracks should be saved as stereo WAV files, 44.1kHz, 16bit sound.

Music files should be named a 3 digit number, from 001 to 099, followed by an underscore and a unique name. Example: 001_KeepYourEyeOnTheSGM.WAV

Sound files should be named a 3 digit number, from 100 to 199, followed by an underscore and a unique name. Example: 100_Willhelm.WAV

RESETTING YOUR SOFTWARE

Should you like to restore your software to the factory state you can find a restore utility on the thumb drive provided in the goodie box. You can also download a copy from our website at www.dayonepinball.com

To reset the software:

1) Turn off and unplug the game.
2) Remove the SD card from the WAV trigger board.
3) Insert the SD card into your Windows based PC.
4) Run the restore executable.
5) Follow the on screen prompts.
6) Software will delete the entire contents of the specified drive. Choose wisely!

Once done, reinstall the SD card into the WAV trigger board.

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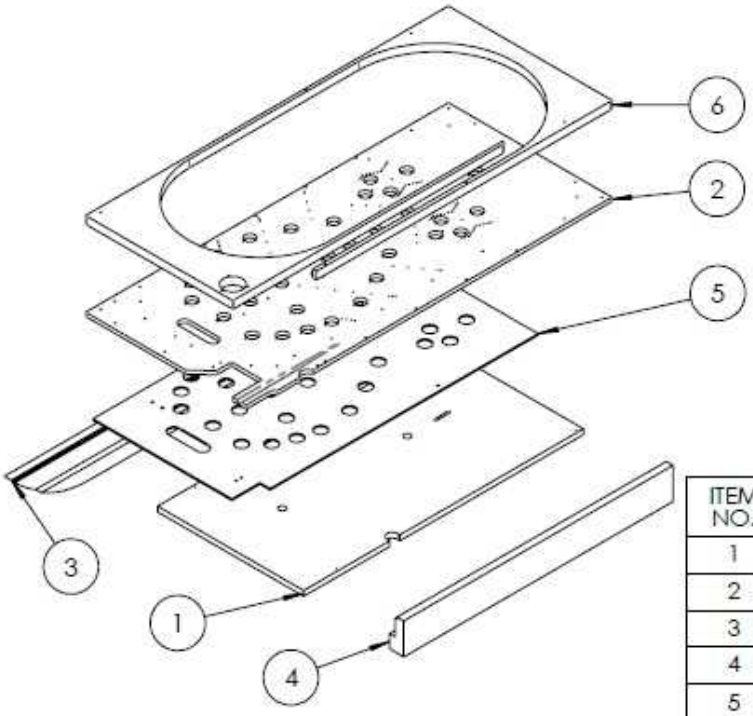
MECHANICAL DRAWINGS

PLAYFIELD SANDWICH



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PBL_02-0001-ZZZ-03	Lower Playfield	1
2	PBL_02-0002-ZZZ-03	Upper Playfield	1
3	PBL_02-0003-ZZZ-03	Left Guide Rail	1
4	PBL_02-0004-ZZZ-03	Right Guide Rail	1
5	PBL_02-0005-ZZZ-03	Reset Playfield	1
6	PBL_02-0006-ZZZ-03	Paper Clip	1

NOTES:

UNLESS OTHERWISE SPECIFIED:

DIMENSIONS ARE IN INCHES
TOLERANCES:
LINEAR: .X ± 0.010, .XX ± 0.005, .XXX ± 0.001
ANGULAR: +/- 0.25 DEGREES

MATERIAL

FINISH: XXXXX

DO NOT SCALE DRAWING

TITLE: Sandwich Assembly

Pinball Life
11930 Oak Creek Parkway,
Huntley IL, 60142
(847-515-3415) Terry@PinballLife.com

SIZE: A | PART NO.: PBL_xxxxxxx | REV: A

FILE: XXXXXXX

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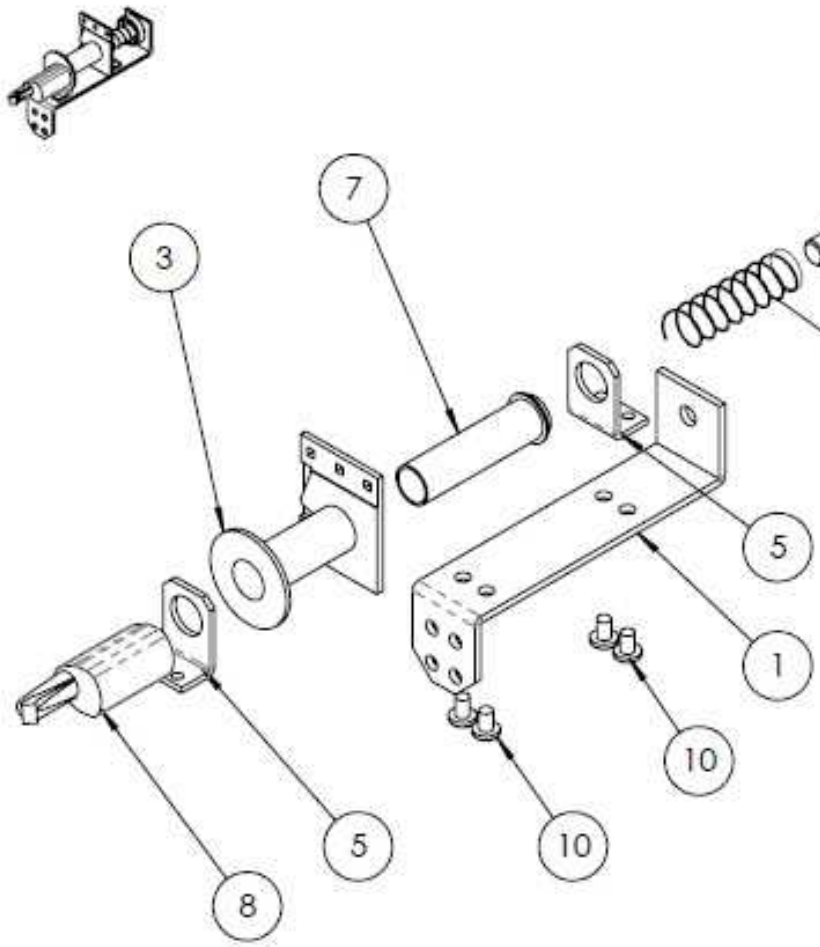
	NAME	DATE
DRAWN	AH	01/29/15
CHECKED	TD	01/29/15

KICKOUT MECHANISM



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	PBL_01-12441	Diverter Bracket	1
2	PBL_23-6420	Tan Gromit	1
3	D1P_C-23-701	D1P_C-23-701	1
4	PBL_A-17986	Ball Armature	1
5	PBL_535-5203-03	Coil Retaining Bracket	2
6	PBL_10-135	Spring	1
7	PBL_03-7067-3	Coil Sleeve	1
8	D1P_06-0001-210-03	Tip	1
10	pbl_4008-01003-04	#8-32x1/4" Screw	4

NOTES:

UNLESS OTHERWISE SPECIFIED:

DIMENSIONS ARE IN INCHES
TOLERANCES:
LINEAR: .X ± 0.010, .XX ± 0.005, .XXX ± 0.001
ANGULAR: +/- 0.25 DEGREES

MATERIAL

FINISH: XXXXX

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	NAME	DATE
DRAWN	AH	11/07/14
CHECKED	TD	11/07/14

TITLE: Disappearing Post Assembly

Pinball Life
11930 Oak Creek Parkway,
Huntley IL, 60142
(847-515-3415) Terry@PinballLife.com

SIZE: A | PART NO.: PBL_A-17932 | REV: A

FILE: XXXXXXX

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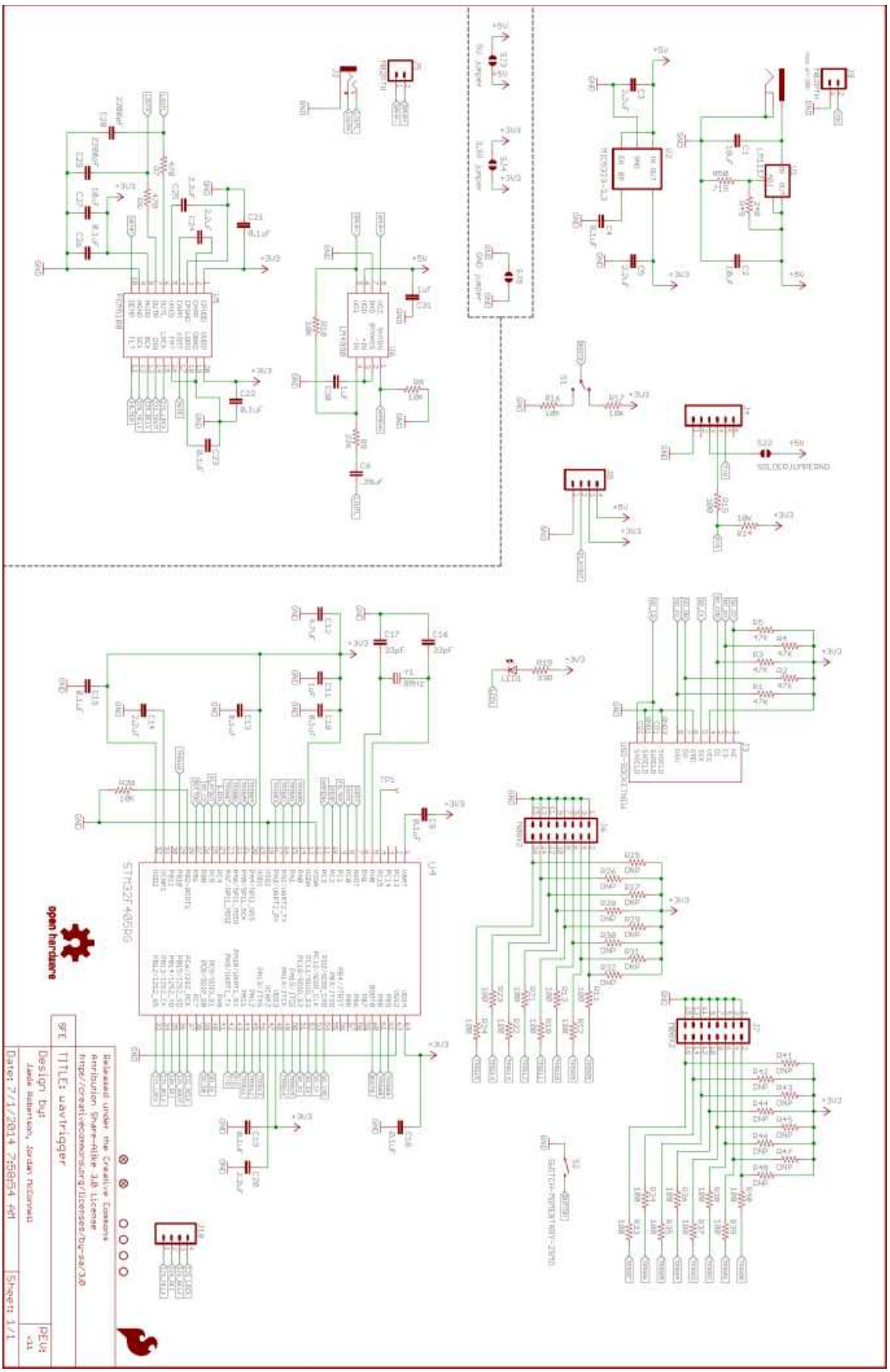
SCHEMATICS

SOUND BOARD

10-0001-000-01

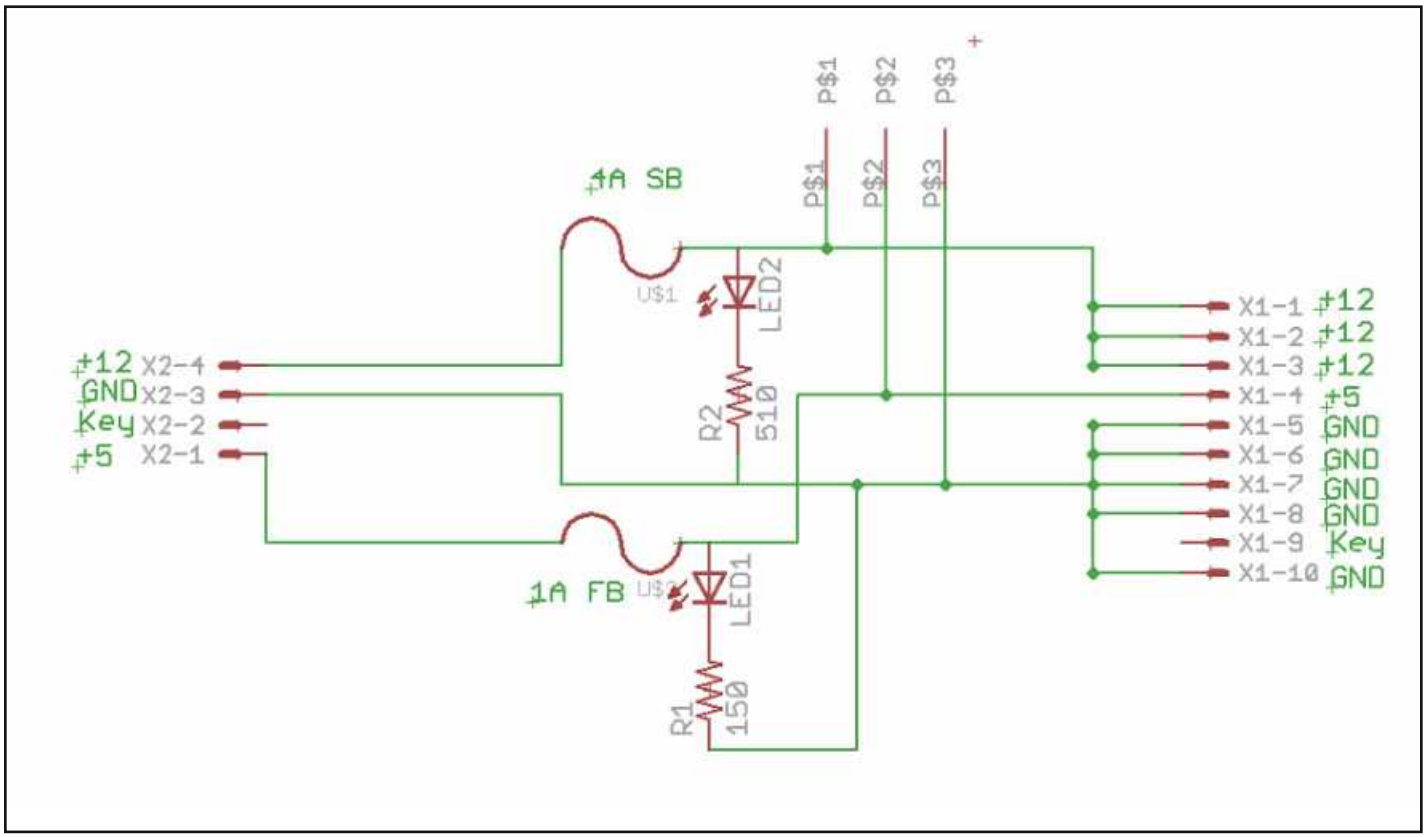


For full details on the sound board, please follow this link.

or visit: http://robertsonics.com/

POWER BOARD

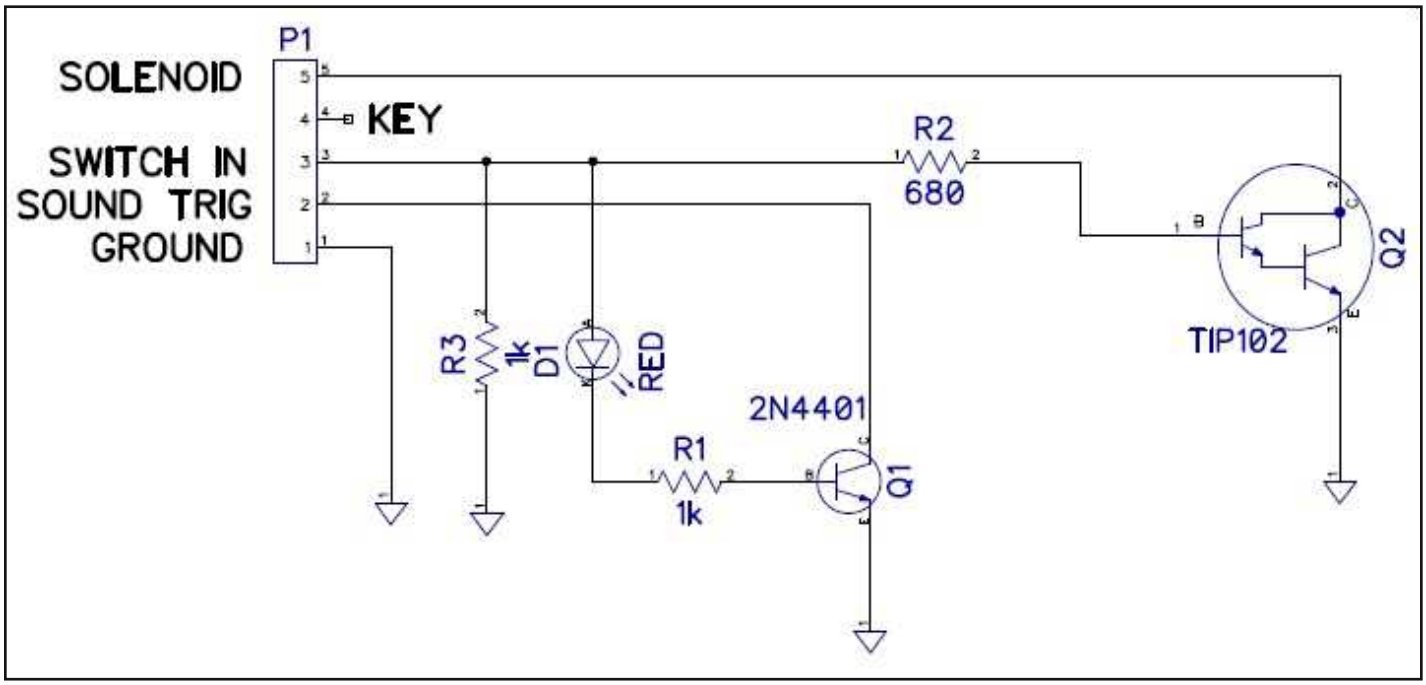
10-0002-000-01



Identifier	Part Type	Part Value
X1	Connector	10 Position .156 Header with locking ramp
X2	Connector	4 Position .156 Header with locking ramp
U1	Fuse	4A AGC Slow-Blo Fuse
U2	Fuse	1A AGC Fast-Blo Fuse
X1	Connector	10 Position .156 Header with locking ramp
X2	Connector	4 Position .156 Header with locking ramp
R1	Resistor	150Ω SMD
R2	Resistor	510Ω SMD
LED1	LED	Green T1 Through Hole LED
LED2	LED	Green T1 Through Hole LED

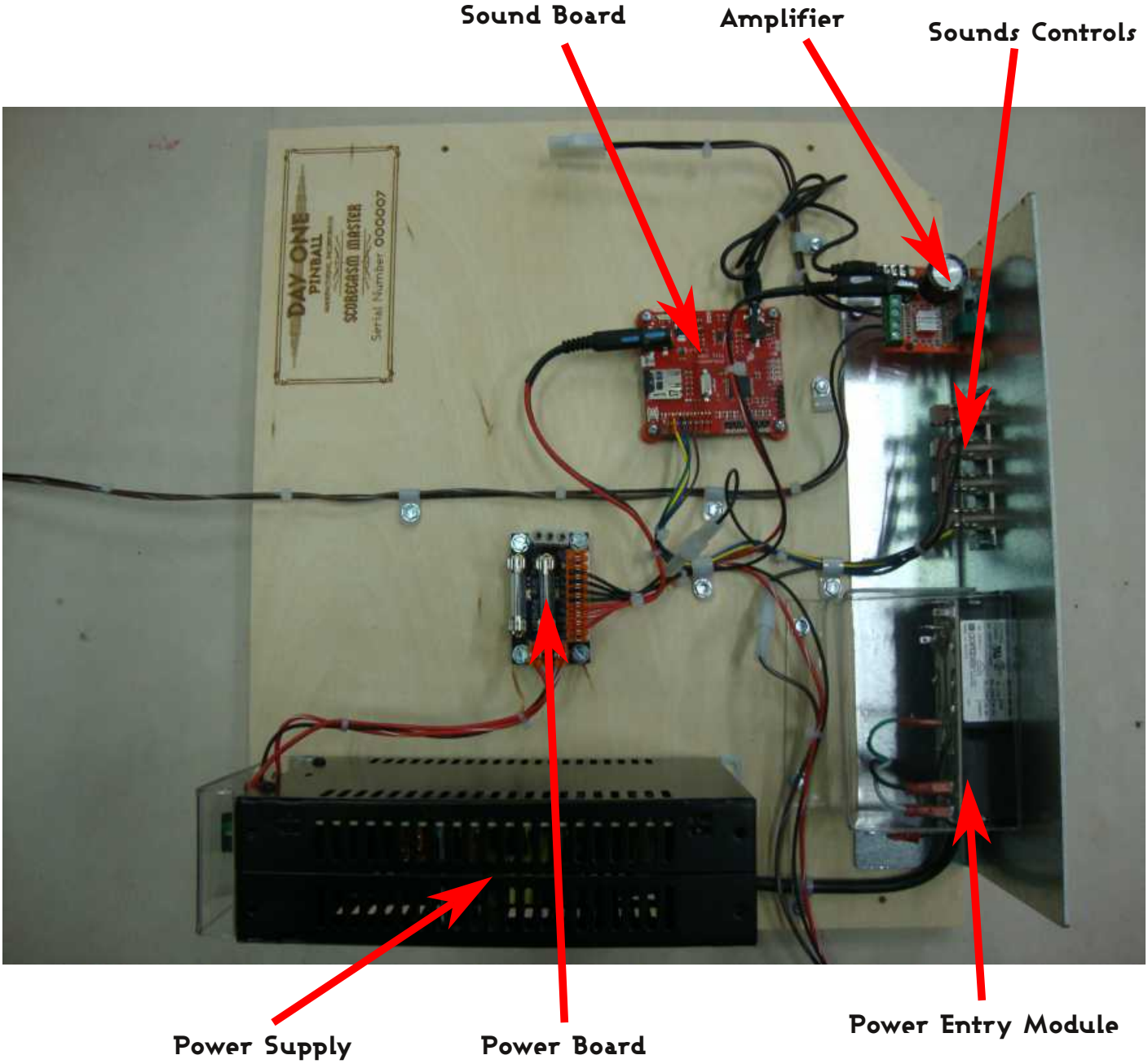
DRIVER BOARD

10-0003-000-01



Identifier	Part Type	Part Value
P1	Connector	5 Position .156 Header with locking ramp
X2	Connector	4 Position .156 Header with locking ramp
R1,R3	Resistor	1kΩ 1/4 watt
R2	Resistor	680Ω 1/2 watt
D1	LED	Green T1 Through Hole LED
Q1	TRANSISTOR	2N4401 NPN Transistor
Q2	TRANSISTOR	TIP102 NPN Darlington Transistor

WORKBOARD LAYOUT



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PRINTED CIRCUIT BOARDS: 9 MONTHS

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CAUTIONS, WARNINGS AND NOTICES

Caution

Always disconnect the line voltage before servicing. Some parts will still hold current when uplugged.

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